

ALLIANCE

FUTURE COMBAT



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SYSTEM REQUIREMENTS

Required: Microsoft® Windows®XP, DirectX®9.0c, DirectSound 16-bit sound card, Keyboard, Mouse, Microphone

Minimum:

CPU: Intel® Pentium® IV 1.6GHz or AMD® Athlon™ XP 1600+

RAM: 512MB

GPU: 64MB video card with Pixel shaders v1.1 (NVIDIA GeForce Ti4200, ATI Radeon 8500 or higher)

Recommended:

CPU: Intel® Pentium® IV 2.0GHz, AMD® Athlon™ XP 2000+ or higher

RAM: 768MB

GPU: 128MB video card with Pixel shaders v2.0 (NVIDIA GeForce 5600 FX, ATI Radeon 9600 or higher)

Recommended for maximum performance:

CPU: Intel® Pentium® IV 3.0GHz, AMD® Athlon™ XP 3000+ or higher

RAM: 1024MB

GPU: 256MB video card with Pixel shaders v2.0/3.0 (NVIDIA GeForce 6800, ATI Radeon X800 or higher)

The game has been successfully tested on the following graphics cards:

NVIDIA® (GeForce™ Series): Ti4200/4800 , FX 5200 , FX 5600 , 6600 GT , 6800 , 6800 GT

ATI® (Radeon™ Series): 9200 , 9550 , 9600Pro , 9800Pro , X700 , X700Pro

TROUBLESHOOTING

1) For maximum game performance, we advise you to close all other applications before starting the game. This may require closing the antivirus software and other background programs. Hold the CTRL and ALT keys on the keyboard and press DELETE button once. This will start the Windows Task Manager with the list of currently running programs under the Application tab. To end a background task, select its name and click the End Task button.

2) Make sure your storage system (hard disk) is optimized using Windows®XP built-in Disk Defragmenter, Disk Cleanup and ScanDisk tools.

3) Installing the latest version of system, video/sound drivers can help prevent game crashes and lock-ups.

DirectX®

Alliance: Future Combat™ requires at least Microsoft® 9.0c DirectX® version. You can get it from:

Microsoft: <http://www.microsoft.com/downloads/>

Video drivers

Download and install the latest drivers from the graphic card manufacturers' website:

NVIDIA: <http://www.nvidia.com>

ATI: <http://www.ati.com>

(note: game was not tested on PowerVR, Matrox, 3DLabs, S3, Intel or SiS chipset-based graphic cards)

Sound drivers

download and install the latest driver from the sound card manufacturers' website:

Creative Labs: <http://www.europe.creative.com>

C-Media: <http://www.cmedia.com.tw>

(note: game was not tested on Diamond, ESS, Videologic or Yamaha sound cards)

Connecting a headset to PC

It's very simple to connect a microphone or a computer headset with a built-in microphone to your sound card. You simply plug-in the microphone and speakers to your sound card (usually located at backside of the computer). If you are using a computer headset (as recommended), with a built-in microphone, the plugs usually have marks on them (or they're color-coded) to indicate which plug is for the microphone. After that, adjust microphone sensitivity and/or activate it (if not already active). Go to "Volume" controls, then Open volume control > Options> Properties.

For technical support, contact us at - **developer@gameyus.com**:

When reporting a problem with your copy of the game, please send us the list of your hardware/software configuration. That will greatly help us in efforts to localize the problem. You need to provide us the following information:

- Processor Type
- RAM (Physical Memory)
- Video and sound card models and drivers
- Screen or error messages if any

If you are not sure about your PC specifications, you can look them up as this: Click on the Start button, then select RUN, type dxdiag to run DirectX® Diagnostic Tool. It will give you access to details about the system, video and sound cards (under DirectDraw, Direct3D and DirectSound sections).

On the first line you'll see the manufacturer and model of your video card. Save all the information and send it to us as dxdiag.txt attachment. Changing options in the DirectX® Diagnostic Tool is not recommended for inexperienced users.

The image is a screenshot of the Battlefield 2 game interface, showing various UI elements and their functions. The interface is divided into several sections:

- INGAME DIALOG WINDOW**: Located at the top left, it shows text conversation between field commanders and the player's character. It includes a label "NPC* picture" pointing to a small icon of a character.
- OBJECTIVES WINDOW**: Located below the dialog window, it shows a list of objectives. It includes a label "switch on and off by TAB or GUI objective button" pointing to a button. It also shows a list of objectives with green (•) for completed and red (x) for failed.
- BATTLE WINDOW**: The central area showing the battlefield. It includes a label "special options (displays only when available)" pointing to a row of icons. It also shows a large unit icon (AAAV Lummus) with a tooltip displaying its name.
- MINIMAP AREA**: Located at the bottom left, it shows a small map of the battlefield. It includes a label "command buttons" pointing to a set of icons.
- SELECTION WINDOW**: Located at the bottom center, it shows a list of selected units with their health bars and status bars. It includes a label "contains up to 28 selected unit icons with the healthbar below each icon; when only one unit is selected, text informations/status bars is displayed next to its name and large picture the list of properties is shown on the right >" pointing to the list.
- UNIT DESCRIPTION**: Located at the bottom right, it shows basic information about the selected unit, including its (dis)advantages and performance on the battlefield. It includes a label "voice commands" pointing to a button.

Additional labels and descriptions include:

- side indicator**: A small circle indicating the unit's status (friend/blue or foe/red).
- group number**: A number displayed above the unit icon.
- health bar**: A bar indicating the unit's current health.
- reload time bar**: A bar indicating the unit's current reload time.
- capacity indicator**: A bar indicating the unit's current capacity.
- unit crew (red)**: A small red square indicating the unit's crew status.
- filled (blue)**: A small blue square indicating the unit's filled status.
- empty (gray)**: A small gray square indicating the unit's empty status.
- objectives toggle button**: A button used to toggle the objectives window.
- menu toggle button**: A button used to toggle the menu window.

	MOVE	Orders the movement of unit(s). To use: Left mouse button on icon, then right mouse button on location.		PLASMA BEAM	Great destructive power in wide radius. Requires XM539 (and M526 Power) To use: Left mouse button on icon, then right mouse button on desired terrain location.
	STOP	Halts the execution of previous command issued to a unit or group of units. To use: Left mouse button on icon.		EMP WAVE	Produces devastating effects on enemy's robot combat units. Requires M526 Power. Warning: self-destructs when deployed. To use: Left mouse button on icon.
	ATTACK	Orders unit(s) to proceed with attack. To use: Left mouse button on icon, then right button on desired object.		IFF CODE SWITCH	Change Identification-Friend-or-Foe (IFF) code within all unmanned combat units. Requires XM539 SATCOM (and M526 Power) To use: Left mouse button on icon.
	ATTACK GROUND	Orders unit(s) to proceed with attack. To use: Left mouse button on icon, then right button on desired location.		MORTAR ATTACK	Provides medium range mortar shelling. Medium destructive power with wide radius. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	UNLOAD	Orders selected infantry unit(s) to exit the vehicle or building. To use: Left mouse button on icon.		REVEAL TERRAIN	Satellite imagery reveals the selected part of terrain for minute. Requires XM539 SATCOM. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	HEAL	Medical help to selected infantry unit(s). To use: Left mouse button on icon, then right button on wounded unit.		SENTRY GUN	Deploys by air unmanned cannon sentry (XM11C) to desired position. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	REPAIR	Repairs damaged vehicle(s). To use: Left mouse button on icon, then right button on damaged vehicle.		SENTRY MORTAR	Deploys by air unmanned mortar sentry (XM11G) to desired position. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	DEPLOY	Orders certain special unit(s) to switch to second state or battle state. To use: Left mouse button on icon.		SENTRY ROCKET	Deploys by air unmanned antitank sentry (XM11R) to desired position. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	UNDEPLOY	Orders certain special unit(s) to switch to first state or transport state. To use: Left mouse button on icon.		UCAV STRIKE	Initiates an air strike by unmanned aerial bomber (B45C). To use: Left mouse button on icon, then right mouse button on desired terrain location.
	SET EXPLOSIVE	Orders certain special unit(s) to plant C4. To use: Left mouse button on icon, then right button on location.			

INGAME CONTROLS

KEYBOARD SHORTCUTS

"A"	issue attack command to selected unit(s) or group
"G"	issue attack ground command to selected unit(s) or group
"S"	issue stop command to selected unit(s) or group
"C"	center screen to selected unit(s) or group
"CTRL + (1-0)"	make desired group of units
"(1-0)"	doubleclick selects group and centers screen on group
"NumLock (+/-)"	increase/decrease game speed (one step only)
"F6"	quick save
"F10"	screenshot
"TAB"	mission objectives
"ESC"	ingame menu
"SPACE"	confirm voice command input
"Cursor Up"	camera pan up
"Cursor Down"	camera pan down
"Cursor Left"	camera pan left
"Cursor Right"	camera pan right

MOUSE INPUT

Left Mouse Button	selection by single-click
	selection by dragging selection box
	selection of same units by double-click (only units on screen)
	deselection by clicking on ground
	jump to desired locations by clicking on minimap area
Right Mouse Button	select and confirms special option
	issue move command by clicking on minimap area
	issue commands
	cancel special option
"LMB + SHIFT"	add/remove from selection(works on units within GUI panel too)
	add/remove from selection by dragging selection box
"LMB + CTRL"	select same units (this affect only units on screen)
Middle Button + Up	tilt camera down
Middle Button + Down	tilt camera up
Middle Button + Left	rotate camera right
Middle Button + Right	rotate camera left
Wheel Up	camera zoom in
Wheel Down	camera zoom out

INGAME CONTROLS

Issue a command in natural voice, it will display in the lower right screen corner, press the space bar to confirm/execute it. Recognized commands appear as green or white colored text. Available commands are displayed in green, and can be immediately executed. Commands displayed in white are not available at that particular moment. If necessary, repeat the command until correctly recognized, press the space bar to execute it. For best voice recognition results, please use a headset. Availability of this feature may be affected by the configuration and/or general settings of your computer.

Notice:

Microsoft Speech™ will be installed with this game to enable Voice Control

VOICE COMMANDS

"Attack"	issues attack command
"Move"	issues move command
"Stop"	issues stop command
"Ground"	issues attack ground command
"Exit"	issues exit command
"Deploy"	issues deploy command
"Heal"	issues heal command
"Repair"	issues repair command
"Explosive"	issues plant explosive command
"Soldier"	selects all soldiers
"Tank"	selects all tracked vehicles
"Vehicle"	selects all wheeled vehicles
"Chopper"	selects all helicopters
"Camera Near"	camera zoom in
"Camera Far"	camera zoom out
"Camera Left"	camera pan left
"Camera Right"	camera pan right
"Camera Down"	camera pan down
"Camera Up"	camera pan up
"Camera Hold"	stops camera movement
"Camera Center"	centers screen to selected unit(s) or group
"Create One"	make first group of units
"Create Two"	make second group of units
"Create Three"	make third group of units
"Create Four"	make fourth group of units
"Create Five"	make fifth group of units
"Create Six"	make sixth group of units
"Create Seven"	make seventh group of units
"Create Eight"	make eight group of units
"Create Nine"	make ninth group of units
"Create Ten"	make tenth group of units
"Select One"	selects first group of units
"Select Two"	selects second group of units
"Select Three"	selects third group of units
"Select Four"	selects fourth group of units
"Select Five"	selects fifth group of units
"Select Six"	selects sixth group of units
"Select Seven"	selects seventh group of units
"Select Eight"	selects eight group of units
"Select Nine"	selects ninth group of units
"Select Ten"	selects tenth group of units
"Select All"	selects all units displayed on screen

Rifleman



USMC Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

LVTP7A2 Amtrac



Armored Personnel Carrier.
Effective against infantry and
light armored vehicles.
Vulnerable to any anti-armor unit.

Rocketeer



USMC Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

M579 Fitter



Armored Repair Vehicle.
Can repair vehicles.
No weapon mounted.
Vulnerable to any anti-armor unit.

Sniper



USMC Sniper.
Very effective against infantry.
Vulnerable to any armed unit.

M113A3 ADATS



Air Defence Anti-Tank System.
Effective against any vehicle or air unit.
Vulnerable to any anti-armor unit.

M35A3 Deuce



Truck.
No weapon mounted.
Vulnerable to any armed unit.

M60A3 Patton



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

HEMMT Fuel



Fuel supply truck.
No weapon mounted.
Vulnerable to any armed unit.

M1A3 Abrams



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

HMMWV



Scout Vehicle.
Effective against infantry.
Vulnerable to any armed unit.

M993 MLRS



Multiple Rocket Launcher.
Medium range artillery.
Very effective against any ground unit.
Vulnerable to any anti-armor unit.

HMMWV medic



Medical Vehicle. Can heal infantry.
No weapon mounted.
Vulnerable to any armed unit.

Rifleman



AEGIS Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

M205A2 Sika



Armored Scout Vehicle.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

Rocketeer



AEGIS Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

M1128 Stryker MGS



Armored Mobile Gun System.
Effective against any vehicle.
Vulnerable to any anti-armor unit.

Sniper



AEGIS Sniper.
Extremely effective against infantry (at long ranges) and light armored vehicles.
Vulnerable to any armed unit.

M1129 Stryker MC



Armored Mortar Carrier.
Medium range artillery.
Effective against all ground units.
Vulnerable to any anti-armor unit.

Medic



AEGIS Medic. Can heal wounded soldiers.
Effective against infantry.
Vulnerable to any armed unit.

M1133 Stryker MEV



Armored Medical Evacuation Vehicle.
Can heal infantry.
No weapon mounted.
Vulnerable to any anti-armor unit.

Engineer



AEGIS Engineer.
Can repair vehicles. Effective against infantry.
Vulnerable to any armed unit.

M1132 Stryker ESV



Armored Engineer Squad Vehicle.
Can repair vehicles.
No weapon mounted.
Vulnerable to any anti-armor unit.

Special



AEGIS Special.
Can deploy explosive.
Very effective against infantry and light armored vehicles.
Vulnerable to any armed unit.

M7A1 Ike



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

AAAV Lummus



Armored Personnel Carrier.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

M201 Crusader SPH



Armored self-propelled howitzer.
Long range artillery. Very effective against all ground units.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

M142 HIMARS



Multiple Rocket Launcher.
Medium range artillery.
Very effective against any ground unit.
Vulnerable to any anti-armor unit.

M526 POWER



Advanced Power Supply Vehicle.
No weapon mounted.
Vulnerable to anti-armor unit
(to any armed unit when deployed)

XM11R Sentry AT



Unmanned Anti-tank System.
Effective against any vehicle.
Vulnerable to any armed unit.

XM539 SATCOM



Advanced Communication Vehicle.
Can reveal terrain, convert unmanned units or deploy plasma beam. Very effective against ground units at long ranges. Vulnerable to anti-armor unit (to any armed unit when deployed)

XM11C Sentry gun



Unmanned Gun System.
Very effective against infantry and light armored vehicles.
Vulnerable to any armed unit.

M528 VTOL



Advanced Vertical Take-Off Launcher.
Vulnerable to anti-armor unit
(to any armed unit when deployed)

XM11G Sentry MC



Unmanned Mortar System.
Effective against infantry and light armored vehicles.
Vulnerable to any armed unit.

CL627 Defender



Unmanned Armed Aerial Scout.
Carried within M528 VTOL. Effective against vehicles at short ranges.
Vulnerable to any anti-aircraft unit.

XM207 Duster



Unmanned Combat Vehicle ("Warbot")
Very effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

RQ8A Fire Scout



Unmanned Armed Aerial Scout.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-aircraft unit.

XM208 Destroyer



Unmanned Combat Vehicle ("Warbot")
Very effective against any ground unit.
Vulnerable to any anti-armor unit.

AH6K Cayuse



Attack Helicopter.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-air unit.

M531 AA



Advanced Anti-Aircraft Vehicle.
Extremely effective against air units.
Vulnerable to anti-armor unit
(to any armed unit when deployed.)

B45C UCAV



Unmanned Combat Aerial Vehicle.
Very effective against infantry, air units and light armored vehicles.
Vulnerable to any anti-air unit.

Rifleman



Insurgent Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

Vandaloo



MiniGun Van.
Very effective against infantry.
Vulnerable to any armed unit.
Limited firing angle.

Rocketeer



Insurgent Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

HEMTT Hailstorm



Armored Gun Truck.
Very effective against infantry, air units
and light armored vehicles.
Vulnerable to any anti-armor unit.

Sniper



Insurgent Sniper.
Very effective against infantry.
Vulnerable to any armed unit.

Rickshaw



Rickshaw Mortar Carrier.
Short range artillery.
Effective against all ground units.
Vulnerable to any armed unit.

UAZ469M



Medic Vehicle.
No weapon mounted.
Vulnerable to any armed unit.

T-55 Koba



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons

Ural375



Truck. No weapon mounted.
Vulnerable to any armed unit.

MAZ537A Gyleet



Armored Mobile Gun System.
Effective against all ground units.
Vulnerable to any anti-armor unit.
Limited firing radius.

BTR40 Deluge



Scout Vehicle.
Effective against infantry.
Vulnerable to any armed unit.

BRDM2 Spandrel



Anti-Tank Scout Vehicle.
Effective against any vehicle.
Vulnerable to any anti-armor unit.

BTR152 Avalanche



Gun Truck Scout Vehicle.
Very effective against infantry and
air units.
Vulnerable to any armed unit.

SA9 Gaskin



Anti-Air Scout Vehicle.
Effective against air units.
Vulnerable to any anti-armor unit.

GAZ5903X Vetluga

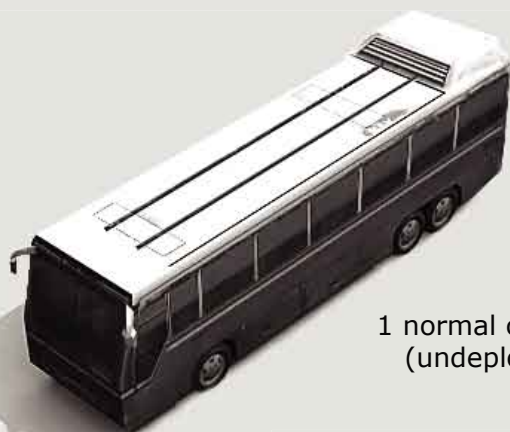


Adapted Multiple Rocket Launcher.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

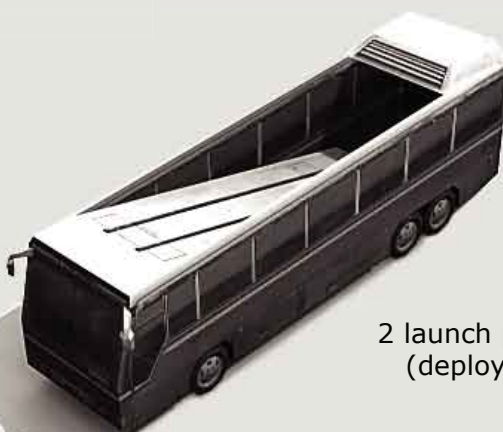
ROE1X Mosquito



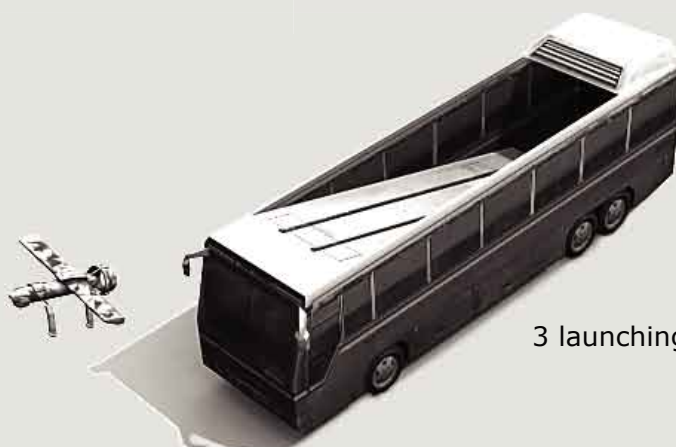
Armed Scout Helicopter.
Effective against infantry and air units.
Vulnerable to any anti-air unit.



1 normal condition
(undeployed state)



2 launch preparation
(deployed state)



3 launching

Unmanned Aerial Vehicle
DPLA-605 "Pchela" (Bee)
with explosive warhead

*Concept proposal (not in the game) of
civil bus converted into UCAV launcher
[suicide HE DPLA-605 "Pchela" (Bee)]*

Rifleman



GDA Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

BTR80A Gorkiy



Armored Personnel Carrier.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

Rocketeer



GDA Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

BMP3 Namut



Infantry Fighting Vehicle.
Effective against any vehicle and infantry.
Vulnerable to any anti-armor unit.

Sniper



GDA Sniper.
Extremely effective against infantry (at long ranges) and light armored vehicles.
Vulnerable to any armed unit.

2S23 Nona



Armored Mortar Carrier.
Medium range artillery.
Effective against all ground units.
Vulnerable to any anti-armor unit.

Medic



GDA Medic. Can heal infantry.
Effective against infantry.
Vulnerable to any armed unit.

T72S Shilden



Main Battle Tank.
Effective against all ground units.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

Engineer



GDA Engineer. Can repair vehicles.
Effective against infantry.
Vulnerable to any armed unit.

T80UD Beryoz



Main Battle Tank.
Effective against all ground units.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

Special



GDA Special. Can deploy explosive.
Very effective against infantry and light armored vehicles.
Vulnerable to any armed unit.

T94A Kliment



Main Battle Tank.
Effective against any ground unit.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

BRDM2 Molotov



Scout Vehicle.
Effective against infantry.
Vulnerable to any armed unit.

T95M Kurgan



Main Battle Tank.
Effective against any ground unit.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

2S19 MSTA-S SPH

Armored self-propelled howitzer. Long range artillery. Very effective against all ground units. Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

2S6M Tunguska

Armored Anti-Air Vehicle. Very effective against air units and infantry. Vulnerable to any anti-armor unit.

TOS-1 Buratino

Multiple Rocket Launcher. Extremely effective against infantry. Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

MI24D Hind

Attack Helicopter. Very effective against infantry, air units and light armored vehicles. Vulnerable to any anti-air unit.



ADATS turret
(unmanned site)



VULCAN turrets
(manned bunker)



PATTON turret
(manned bunker)



ABRAMS turret
(manned bunker)

GAME CREDITS

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Ana Pakljanac

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Nenad Krstić

Visual Special Effects

Vladan Đurić

Sound Special Effects

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SFX libraries

Sound Ideas

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Kostadin Martić

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Dejan Vukadinović

Ana Pakljanac

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Mladen Milojević

Additional Soundtracks by

Adam Isailović

USA Voiceovers

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Poenari Corporation For Gameyus, LLC

USA Voiceover Producer

Robert Throckmorton

USA Voiceover Actors

Jason Frankovitz (voice of narrator)

Chad Gordon (voice of AEGIS)

Sebastian Boyle (voice of USMC)

OPFOR Voiceover Producer

Mladen Milojević

OPFOR Voiceover Actors

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Adam Isailović (voice of INSURGENTS)

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Miljko Tijanić

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Mira Osmajić

Tanja Unguran

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